In Area 6 questoin mark: When heros tread on bowl power die. If a surge the red rune flies throw the corridors openening the red door. If blank Giant dies. Anything else nothing happens.

Start in Area 1

In Area 2 when heros tread on question mark: then bowl power die. A surge destroys the boulder. A blank makes the boulder go twice as fast. Anything else nothing happens.

Iron mines are double rubble tokens.
Iron mines have Armor 4 Health 4

In Area 5 is a ghost of a Ferrox Normal Ferrox but has 3 pwer dice in attack as well as usual attack.

Spwaned monsters can't attack Iron mines. All other monsters can.

In Area 9 when all enemies in room are dead the heroes get Iron Golems of good.
If no mines gone get two if one gone get one. These Golems appear next to any hero like a monster but acts like a hero.

Iron golems of good are just have normal Golems stats.

Chests
Bronze
1. One curse, 1 copper treasure, 100 gold
2. Two curses, 2 copper treasures
3. 250 gold and opener gets all fatigue back

Silver
1. 300 coins and 1 silver treasure
2. 2 curses and two silver treasures
3. 1 curse and one silver treasure

Gold
1. 350 coins and 1 gold treasure
2. Opener is turned into a monkey 500 coins and one gold treasure

In Area 3 when open door to the room the boulder rolls down destroys itself and the door down below.

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Fan Created Scenario.

A certain tribe of Kobolds

By Elliot Smith

Scenario Background

A certain tribe of Kobolds are feared above all the rest. This tribe pillages and burns towns and cities taking gold and artifacts. The Kobolds have chosen their next destination, to attack the city of Tentesddef the city is full of lava and traps. The Kobolds are trying to destroy the Iron mines the people are using to create Iron Golems of Good. The Heroes of Seletyoui have stepped forward to rid the land of Aguyna from the Kobolds. The two Kobold leaders can only be harmed by two weapons named Icetooth and Trueshot. These two weapons have, in the past, only worked on Master Kobolds.

Mission Goals

Find Trueshot and Icetooth!
Kill the tribe of Kobolds and their leaders!
Don't let 3 Iron mines from being destroyed!

Area 1- 10

Read when Heroes enter the respective rooms!

AREA 1
The Heroes wake up to see the place is deserted but they can see Kobold tracks on the floor. They also here a certain rolling sound as if it was a boulder.

AREA 2
There is a boulder rolling around the room. In the middle is a lever which looks like it would change what the boulder does. There was also a suspicious chest in the middle of the room.

AREA 3
There is also a Boulder in this room. It rolls down and destroys the door to Area 4 as well as itself.
Area 4 read straight after Area 3.

Area 4
"They are approaching, destroy that mine," a Master Kobold says from inside the room.

The Master Kobold's name is Eiansedrar. He is the same as a Master Kobold except when he attacks he gets an additional 5 power dice and he has Four more health.

Area 5
In this room there is a Ghost of a Ferrox floating around the room. The Ghost of the Ferrox notices the Heroes it grins widely and attacks.

Area 6
There are Four Beastmen in this room guarding an old red rune and attacking an Iron mine.
"Step away," a Master Beastman says to the Heroes.

The Master Beastman is Deraesd he is the same as a normal Master Beastman except has an additional Four Armor.

Area 7
Trueshot lays in this room, but the room is also occupied by a couple of Sorcerrors and a Bane Spider.

Area 8
Read if Giant is killed by Question mark by red rune in Area 6,
"The Giant lays dead, to the East the Icetooth weapon lays."

Read ifanything else happened,
"A huge Giant is in this room guarding the Icetooth weapon."

Area 9
A Golem in this room is evil and attacks the Heroes.

When all monsters in Area 9 are dead and Heroes have collected Icetooth and Trueshot and saved at least three mines:

The Iron Golems of Good come.
"We will serve you, thanks for saving us," one Golem says.

Area 10
An army of Kobolds lay before the Heroes, as well as a sheet of lava and mud.
"Don't worry we're imune to lava," a Golem said.

When all of the Kobold tribe is dead read:
"The Kobolds lay dead and the Iron Golems went back to the main part of the city. The successful Heroes are paid 500 gold and recieve 4 conquest tokens for defeating the Kobold tribe.

Important: Start with 5 Conquest tokens
Start with 300 coins

Fan Created Scenario.
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